Subject: Vehicles: What's possible with scripts.dll
Posted by gibberish on Mon, 23 Feb 2004 19:45:39 GMT

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General HavocIt's actually more powerfull than anyone expected. Without the scripts.dll RenAlert, Reborn and many other mods and maps wouldn't be possible. There are some quite amazing things done with scripts, especially ones written for RenAlert and Reborn, no one would ever have though that they would be possible before.

You have not given credit to the right person here, to the best of my knowledge Westwood never released the source to scripts.dll it was only Jonwil's work that made any of this possible.

Additionally why did Westwood disable so many of the scripts in multiplayer there is a lot of stuff that can be done in single player that would be really useful in MP.

So the current state of play is that script writters have to work around Renegade rather than it providing what we need.

General HavocYou can determine what sort of things are possible by opening up the source code for the DLL. If you read through it you can get the idea of how the scripts work and what sort of things can be done.

I have personally made some fairly substantial mod's to scripts.dll, however I still feel that we need a tutorial written.
As there is still a lot of stuff I don't understand.

Gib